

**CA214 : Object Oriented Programming with C++**

**Assignment 4 – Polymorphism**

**Date :21<sup>st</sup> August,2020**

1.	Write a C++ program to create a class PrintData, to support the implementation of below methods. a. print(int a); b. print(double a); c. print(string a);
2.	Write a C++ program to create a class Addition, to support the implementation of below methods. a. add(int a, int b); b. add(double a, double b); c. add (string a, string b); d. add(int a ,int b, int c);
3.	Write a C++ program to create a class Operations, to support the implementation of below methods. a. palindrome(int n); b. palindrome(string s); c. reverse(int n); d. reverse(string s);
4.	Write a C++ program to Overload the unary operator ++ to increment a class object attribute n by 5, when invoked.
5.	Write a C++ program to Overload the unary operators ++(increment by 1),--(decrement by 1) and – (convert the number to negative number).
6.	Write a C++ program to Overload the unary operator ! to find the factorial of a class object attribute n, when invoked.
7.	Write a C++ program to Overload the binary operator + and - to add and subtract the objects of a class when invoked.
8.	Write a C++ program to perform the Binary Operator Overloading to Subtract Complex Number.
9.	Create a class Distance with attributes feet and inches, overload the operator < to compare two distance and display the distance object which is less than the other object.
10.	Create a class Distance with attributes feet and inches, instantiate the object of class Distance using parameterized constructor. Assign the object to a basic type variable inch, in main().(Hint : Class to Basic type conversion)
11.	Create a class Time with attributes hour and minutes. Input minutes in main () and assign minutes to object of class Time. (Hint : Basic type to Class conversion)
12.	Create a class Mobile, with attribute size and method to display the attribute, create a class Laptop, with attribute size and method to display the attribute. Perform class to class conversion by assigning laptop object to mobile object. (Hint : Class to Class conversion)